ZEKTOR™

"I have conquered Eridonus. You will not take it from me."

Tha bewitching graphic faces and chilling voices of alien robots dare the player to liberate tha eight cosmic cities the robots defend.

Now comes ZEKTOR, the player's ultimate journey into a totally new realm of video game cosmos. Never before has a challenge been so great, opponents so defiant, or a game so allurng. A kaleidoscope of color, action and sound summons the player into a thrilling test of space game skill.

The Player Ship must defeat Enemy Fighters, Moboids and Roboprobes. Lethal Zizzers can destroy tha Player Ship.

Fierce male and female robots with menacing alien voices pack eight exciting rounds with unique space adventura. The Mission: to liberate eight captive cosmic cities. Tha Opponents: eight evil robots and their awesome defanses Tha Payoff excitement, fun and thnlls to keep every player playing. ZEKTOR is a color X-Y, one- and two-player, upright game you can't afford to be without

Convert-a-Game™

A New Game for less than half the cost.

If you own an Elimnator™ or Space Fury™ upright Convert-a-Game™, we have *great naws* for you! Now you can convert your old game into a brand new ZEKTOR game for less than half tha normal cost of a new game!

Your authorized SEGA distributor will convert your Elimnator or Spaca Fury game and return it to you as a brand new ZEKTOR game.

It *pays* to buy a SEGA Convert-a-Game whether your distributor converts an older game with Sega's ConvertaPak™ , or you purchase a completely new Convert-a-Game such as ZEKTOR.

If this sounds like *great news* to you, call your authonzed SEGA distributor today.

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ZEKTOR™

"I rule Faltar now, you'll have to fight for it" challenges the sixth round robot. Vivid video graphics display eight different robots in eight exciting rounds of play. The goal: to liberate the cosmic cities of Ascella, Baltos, Centeurus, Denebola, Eridonus, Faltar, Graffas . . and the secret city of a mystery robot from the past.

Moboids float randomly in a spinning motion from the top to bottom of screen. The hexagonal blue Moboid will bounce all space vehicles uncontrollably. The red and yellow saw-toothed Moboid will explode and destroy anything it contacts. The gaseous green Moboid will spin the player ship with an awesome skidding sound. Note Zizzer being fired at player ship from Roboprobe on left.

Player ship flees from two enemy fighters and two distant Roboprobes. The player ship seeks refuge behind the green Moboid. Roboprobes and fighter ships can destroy the player ship by ramming or by firing lethal Zizzers that explode upon contact. As many as seven fighters and Roboprobes can be attacking the player ship at the same time!

ZEKTOR challenges the player to recapture eight cosmic cities that have been seized by an evil cadre of alien Robots. In order to liberate each city, the player must defeat three attack waves of Enemy Fighters and Roboprobes which fire lethal zig-zag-shaped Zizzers at the Player Ship. Three types of Moboids can bounce, spin or explode the player ship. The talking male and female robots themselves can be neutralized between rounds by firing through slotted tunnels in protective, revolving barriers. The ultimate object of the game is to liberate all eight cosmic cities from alien robot occupation.

The eight different space cities are depicted in vivid video graphics along with the menacing male and female robot faces. Each robot verbally challenges the player to retake its respective city.

ZEKTOR also offers new dynamic space sounds such as the low rumble of player ship engines, the whizz of speeding rockets, the "zzzt" of Zizzers, the bouncing and skidding of Moboids, the sinusoidal wave sound of revolving barriers, and the supernova starburst of robot neutralization.

Player points are scored as the player ship destroys enemy Roboprobes and fighters. Points increase with shields and rounds.

A Bonus Counter Clock appears on the screen at the beginning of each sub-round and counts down from 4000 points. The sooner the player is victorious, the higher his score. When the robot is neutralized before it escapes, the player gains a bonus ship. Player ships are operator-variable from three to five ships.

A new rotary player control is located in the center of the control panel. By rotating the field-tested knob either clockwise or counter-clockwise, the player steers his ship. Thrust and fire control buttons are located on both sides of the rotary player control for right-or-left-handed players.

ZEKTOR is available in the standard one/two player upright. It's an exclusive SEGA color X-Y Convert-a-Game™ that can update any upright Space Fury™ or Eliminator™ game at less than half the cost of a new game. Ask your authorized SEGA distributor for the complete ZEKTOR/Convert-a-Game story.

After three sub-round attack waves, the player must then neutralize each alien robot by firing through the narrow tunnels in revolving protective barriers that surround the alien's head. The player must circle the shielding barriers to score a direct hit and yet avoid lethal Zizzers fired by the robot. Here, the player ship attempts to neutralize the bewitching female robot from the fifth city, Eridonus, before she escapes.

Upright. 71-1/4" high, 29-7/8" deep, 25-15/16" wide. 330 lbs.

SEGA®

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